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Attorney's Docket No.: 10559-633001
Intel's Ref. No.: P12144

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant : Carl S. Marshall et al.   Art Unit : 2123
Serial No. : 10/039,425
Filed : January 4, 2002
Title : DETERMINING A NODE PATH THROUGH A NODE GRAPH

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This statement is being filed before the receipt of a first Office action on the merits.

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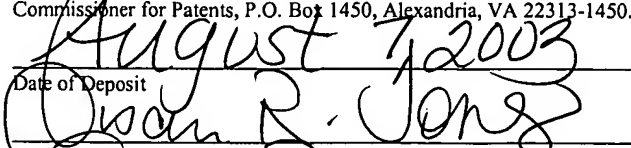
Respectfully submitted,

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Substitute Form PTO-1449 (Modified)	U.S. Department of Commerce Patent and Trademark Office	Attorney's Docket No. 10559-633001	Application No. 10/039,425
Information Disclosure Statement by Applicant (Use several sheets if necessary) (37 CFR §1.98(b))		Applicant Carl S. Marshall et al.	
		Filing Date January 4, 2002	Group Art Unit 2123

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U.S. Patent Documents

Examiner Initial	Desig. ID	Document Number	Publication Date	Patentee	Class	Subclass	Filing Date If Appropriate
	AA	US 4,600,919	07/15/1986	Stern			
	AB	US 5,124,914	06/23/1992	Grangeat			
	AC	US 5,163,126	11/10/1992	Einkauf et al.			
	AD	US 5,731,819	03/24/1998	Gagne et al.			
	AE	US 6,057,859	05/02/2000	Handelman et al.			
	AF	US 6,208,347	03/27/2001	Migdal et al.			
	AG	US 6,337,880	01/08/2002	Cornog et al.			
	AH	US 6,388,670	05/14/2002	Naka et al.			

Foreign Patent Documents or Published Foreign Patent Applications

Examiner Initial	Desig. ID	Document Number	Publication Date	Country or Patent Office	Class	Subclass	Translation Yes	No
	AI							
	AJ							

Other Documents (include Author, Title, Date, and Place of Publication)

Examiner Initial	Desig. ID	Document
	AK	Alliez et al., "Progressive Compression for Lossless Transmission of Triangle Meshes." University of Southern California, Los Angeles, CA: 195-202.
	AL	Bajaj et al., "Progressive Compression and Transmission of Arbitrary Triangular Meshes." Department of Computer Sciences, University of Texas at Austin, Austin, TX.
	AM	Chow, "Optimized Geometry Compression for Real-time Rendering." Massachusetts Institute of Technology, Proceedings Visualization 1997, October 19-24, 1997, Phoenix, AZ: 347-354.
	AN	Cohen-Or et al., "Progressive Compression of Arbitrary Triangular Meshes." Computer Science Department, School of Mathematical Sciences, Tel Aviv, Israel.
	AO	Dyn, N., Levin, D., and Gregory, J.A. "A Butterfly Subdivision Scheme for Surface Interpolation with Tension Control." *ACM Transactions on Graphics*, Vol. 9, No. 2 (1990).
	AP	Elber, "Line Art Rendering via a Coverage of Isoperimetric Curves." *IEEE Transactions on Visualization and Computer Graphics*, Vol. 1, Department of Computer Science, Technion, Israel Institute of Technology, Haifa, Israel (September, 1995).
	AQ	Foley et al., "Computer graphics: principal and practice." *Addison-Wesley Publishing Company*, Reading, MA, 1996: 1060-1064.
	AR	Hoppe, "Efficient Implementation of progressive meshes." *Coput. & Graphics,* Vol. 22, No. 1: 27-36 (1998).
	AS	Hoppe, "Progressive Meshes." *Microsoft Research*: 99-108. http://www.research.microsft.com/research/graphics/hoppe/

Examiner Signature	Date Considered

EXAMINER: Initials citation considered. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

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Other Documents (include Author, Title, Date, and Place of Publication)

Examiner Initial	Desig. ID	Document
✓	AT	Hoppe, "Progressive Simplicial Complexes." *Microsoft Research.* http://www.research.microsft.com/~hoppe/
	AU	Landsdown et al., "Expressive Rendering: A Review of Nonphotorealistic Techniques" *IEEE Computer graphics and Applicatons*: 29-37 (1995)
	AV	Lasseter, "Principles of Traditional Animation Applied to 3D Computer Animation" *Pixar*, San Rafael, California, 1987.
	AW	Lee, "Navigating through Triangle Meshes Implemented as Linear Quadtrees" Computer Science Department, Center for Automation Research, Institute for Advanced Computer Studies, University of Maryland College Park, MD, April, 1998.
	AX	Lewis, "Pose Space Deformation: A Unified Approach to Shape Interpolation and Skeleton-Driven Deformation." *Centropolis*, New Orleans, LA: 165-172.
	AY	Ma et al., "Extracting Feature Lines for 3D Unstructured Grids" Institute for Computer Applications in Science and Engineering (ICASE), NASA Langley Research Center, Hampton, VA, *IEEE* (1997).
	AZ	Markosian, "Real-Time Nonphotorealistic Rendering" Brown University site of the NSF Science and Technology Center for Computer Graphics and Scientific Visualization, Providence, RI.
	AAA	Pajarola et al., "Compressed Progressive Meshes" Graphics, Visualization & Usability Center, College of Computing, Georgia Institute of Technology, January, 1999.
	ABB	Popovic et al., "Progressive Simplicial Complexes" *Microsoft Research*, http://www.research.microsft.com/~hoppe/
	ACC	Raskar, "Image Precision Silhouette Edges" University of North Carolina at Chapel Hill, *Microsoft Research*, 1999 Symposium on Interactive 3D Graphics Atlanta, GA: 135-231 (1999).
	ADD	Samet, "Applications of spatial data structures: computer graphics, image processing, and GIS." University of Maryland, *Addison-Wesley Publishing Company*, Reading, MA: 1060-1064 (June, 1990).
	AEE	Taubin et al., "Progressive Forest Spilt Compression." IBM T.J. Watson Research Center, Yorktown Heights, NY.
	AFF	Thomas *et al.*, "The Illusion of Life: Disney Animation," *Hyperion*, 3:47-71, New York, NY (1981)..
	AGG	Zeleznik et al., "SKETCH: An Interface for Sketching 3D Scenes." Brown University site of the NSF Science and Technology Center for Computer Graphics and Scientific Visualization (1996).
	AHH	Zorin, D., Schroeder, P., and Sweldens, W. "Interpolating Subdivision for Meshes of Arbitrary Topology." Tech. Rep. CS-TR-96-06, Caltech, Department of Computer Science, (1996).
✓	AII	http://research.microsoft.com/~hoppe/#pm

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